Adaptation and Assessment (TwoA) asset in C# (v1.2)

Title
Adaptation and Assessment (TwoA) asset in C# (v1.2)

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Abstract
Developed within the RAGE project funded by EU within Horizon2020 program. This asset enables a real-time automatic adaptation of game difficulty to player's expertise level. The adaptation algorithm makes use of a stealth assessment algorithm that assigns difficulty ratings and expertise ratings to the players and the game modules respectively. The asset tracks changes in these ratings allowing assessment of players' learning progress either by players themselves or by instructors. This is the version written in C# language.
Version 1.2 includes considerable extensions to the TwoA functionalities:

- API for building scenario dependency graphs
- An improved scenario selection algorithm
- The second module for adaptation and assessment based on continuous accuracy only
- Extended parameter setting API

Screen shots
none

Version & change log

Version	Date	URI
1.2	23-Mar-2017	https://github.com/rageappliedgame/HatAsset https://github.com/rageappliedgame/HatAsset/tree/1b9b82c777ac48d97bdb8868f1488819d6bb5d52

Source code
https://github.com/rageappliedgame/HatAsset
https://github.com/rageappliedgame/HatAsset/tree/1b9b82c777ac48d97bdb8868f1488819d6bb5d52

Source code license
Apache License, Version 2.0

Installing the project
https://github.com/rageappliedgame/HatAsset/tree/1b9b82c777ac48d97bdb8868f1488819d6bb5d52/TestApp
https://github.com/rageappliedgame/HatAsset/tree/1b9b82c777ac48d97bdb8868f1488819d6bb5d52/manual

Dependencies
RAGE Client-side Asset Architecture: https://github.com/rageappliedgame/AssetManager

References

Nyamsuren, E., van der Vegt, W., & Westera, W. (2017). Automated Adaptation and Assessment in Serious Games: a Portable Tool for Supporting Learning. In Proceedings of the Fifteenth International Conference on Advances in Computer Games 2017 (ACG2017).